Card Values and Special Abilities

1) Numbered cards' value is the number shown.
2) The Jack is equal to 11, the Queen 12, and the King 13.
3) The Ace is equal to 1. It can also be used as a Royal Assassin when played against a group containing a face card (NOT including the Joker); a player can choose to remove the face card and the Ace from the game before the battle is fought.

   Example: An Ace and Ten are played together against a King and Seven. The King and Seven would win by total value but the player who played the Ace decides to "assassinate" the King. The Ace and King leave the game, the Ten and Seven that are left battle, with the Ten winning and the Seven leaving the game.

4) The Joker is equal to 10. It can also be played as a suicide bomber. Once the cards of the battle are revealed, a player can choose to remove the Joker, cards being played with it, and all cards played against it.

** Neither the Ace's nor the Joker's special ability can be used if being drawn as the reinforcement card in a war.*

End of the game:

The game ends when one player is out of cards or a player plays cards that start a war but have no cards to continue.

Designed by Daniel Isom

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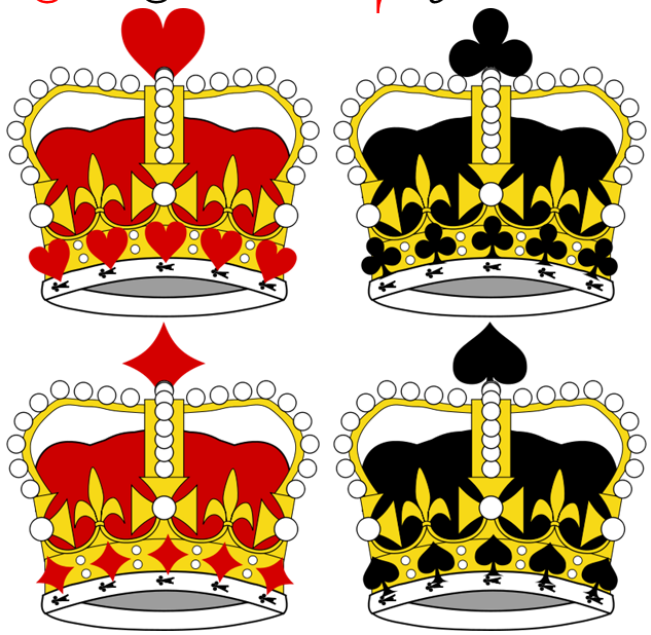
A War of Suits



In this loosely based variant of the classic card game WAR, the suits have broken up, teamed up, and are at war with one another. The Clubs and Spades have teamed up against the Diamonds and Hearts. Unlike traditional WAR, cards are not revealed at random. Instead, players are able to choose the card or cards they would like to play in a variety of groupings. As each battle is fought, the losing side loses their cards and victory will come to the player with cards left standing. Trying to keep your best cards together could be a great strategy but beware the Royal Assassins and the Suicide Bomber disguised as the Aces and Joker respectively.

Number of players: 2
Deck: 54 cards – A 52 card deck plus jokers.
Goal: To be the last player with cards left.

Deal

1) Separate cards into two piles: Diamonds with Hearts and Spades with Clubs each with one joker.
2) Each player takes a deck, shuffles it, and places it face down in front of them.
3) Each player then draws 3 cards.

Course of play

1) Decide who goes first.
2) On the first turn, player 1 chooses what groupings of the three cards, if any, to play and places them face down. (See Grouping Troops) Player 2 then matches the pile(s) on the board by placing their cards faced down in front of each one.
3) The pile(s) are flipped over one at a time and whoever played the highest value card(s) wins each battle. The losing cards are removed from the game and the winning cards are placed in front of the winning player face down. This is done until all battles are complete.
4) Both players draw back up to 3 cards and player 2 now chooses what groupings of cards to put down.

If a player does not have 3 cards to play when their turn begins, they play the cards they do have and the other player can only play up to that amount of cards.

Resupplying

When a player runs out of cards in their draw pile, they shuffle up their winning battle pile and place it face down in front of them. This becomes their new draw pile. Players will continue resupplying their draw pile every time it runs out, with their winning battle pile.

War

If at any time the turned over cards' values are equal, then there is a War.

1) The tied cards stay on the table while both players draw 1 card as a reinforcement to swing the war in their favor.
2) Players reveal the cards to determine whose card get to the battle first.
3) Whoever plays the LOWER valued card wins the war due to its reinforcement making it to the battle first by being a smaller and quicker unit.
4) The only card(s) that are removed from the game are the cards that caused the war on the losing side.
5) The losing side's reinforcement card goes into their battle wins pile face down of the loser. The winning cards are placed in front of the winning player face down. Both players draw back up to 3 cards and play continues as normal.

Example: A Seven and Nine and a King and Three are played against each other. Since the total values are equal, a War happens. Each player draws one card from their draw pile and flip them over simultaneously; a Six and Jack are revealed. The Six helps win the War so the Six along with the Seven and Nine go into that player's win pile. The Jack goes into the losing player's win pile but the King and Three leave the game.

If the newly played cards are equal as well, the war continues following the same steps. The reinforcement card(s) played prior to the one that loses also leave the game. The war goes on like this as long as the played cards' values continue to be equal.

Grouping Troops

A player has the option of playing all three cards together, two cards with one on its own, or all three cards on their own.

Example of a two cards with one on its own: Player 1 had a King, a Seven, and a Four in their hand. They decide to play the King by itself and the Seven and Four together. Player 1 then places the cards face down in two separate piles. Player two then matches the piles by placing 2 cards in front of the pile of 2 and 1 card in front of the pile with 1.